ECLIPSE COMICS™
mini-series
№ 6 of 6
$1.25
CANADA $1.50

CHAMPIONS

To DEATH and BEYOND!

THE SITUATION HAS CHANGED FOR THE *CHAMPIONS*.

DEMON IS IN CONTROL!

AND FOR OUR HEROES, THE QUESTION IS NOT ONE OF *VICTORY* BUT OF *SURVIVAL*!

ROSE?

YOU'LL WAIT IN *HERE*, WITH THE *OTHERS*!

KEEP BEING *NICE*, LITTLE GIRL, AND MAYBE YOU'LL LIVE TILL *TOMORROW*, EH?

OH, ROSE! WHAT HAVE THEY *DONE* TO YOU?

FOXBAT LAID A CLAIM ON *YOU*, LITTLE LADY, SO YOU'VE *BEEN* OFF LIMITS.

THAT ONE'S HAD *BETTER* LUCK!

TOWARD THE END, I THINK SHE WAS EVEN STARTING TO *LIKE* IT!

CLICK

OH, ROSE...

DONNAH?

IT *IS* YOU THIS TIME, ISN'T IT?

YES IT IS. I CAN *FEEL* IT.

SOMETIMES, I FEAR, I FEEL *TOO MUCH!*

HE'S GONE NOW! ARE YOU ALL RIGHT!?

NO! OF *COURSE* NOT! HOW *COULD* I BE ALL RIGHT?

BUT THEY WANT ME *ALIVE* NOW, AT LEAST, AND THAT IS...OH?

GRAND-FATHER.

HE'S BEEN LIKE THAT SINCE THEY BROUGHT ME IN HERE. THEY TOLD ME TO TAKE CARE OF HIM, BUT I DON'T EVEN KNOW WHAT'S *WRONG* WITH HIM.

HIS *BODY'S* STILL ALIVE.

HE SAID HE NEEDED *YOU* TO ANCHOR HIS *SOUL.*

ME? BUT I DON'T HAVE ANY POWERS...

YES, YOU *DO.* YOU'RE HIS *GRANDDAUGHTER* AND *MAGIC* RUNS THROUGH YOUR VEINS. YOU SIMPLY DON'T KNOW HOW TO *USE* YOUR TALENTS. YOU'VE NEVER *WANTED* TO USE THEM.

BUT THAT HAS TO CHANGE. *NOW!* TIME IS GROWING SHORT, AND *YOU* ARE THE ONLY ONE OF US THEY DON'T *PERCEIVE* AS A THREAT!

THEY'VE LIMITED *MY* POWERS. I CAN'T LEAVE THIS CELL! I CAN'T TOUCH THEIR MINDS! BUT I *CAN* TOUCH *YOU!*

WE MUST *FIND* YOUR POWERS *WITHIN* YOU, DONNAH HANNAH.

BECAUSE IT MAY BE THAT *YOU,* THE *NEW* DOCTOR ARCANE, WILL BE OUR *FINAL HOPE.*

THE HELLFIRE CROWN IS MINE!
THE FIRES OF DARKNESS COURSE THROUGH MY MORE-THAN-HUMAN FRAME! I AM POWER INCARNATE!
I AM INVINCIBLE!
YOU ARE A BLOWHARD!
CHAPTER 11~
"TO DEATH...AND BEYOND!"

DENNIS MALLONEE . STORY
CHRIS MARRINAN . PENCILS
SAL TRAPANI . INKS
CARRIE SPIEGLE . LETTERS
MARCUS DAVID . COLORS

SEAN DEMING~EDITOR . CAT @ YRONWODE~EDITOR-IN-CHIEF

WHAT!?

SNAP

AND YOU'RE DUE FOR A FALL!

AH! THAT WOULD BE OUR LITTLE DEMONMASTER, OVERREACHING HIMSELF AGAIN!

WHAT'S YOUR GAME, MALICE? WHY ARE YOU DOING THIS? WHY GIVE HIM POWER? WHY NOT TAKE IT YOURSELF?

CRASH

AS I'VE TOLD YOU BEFORE, MY PRECOCIOUS DEMONSPAWN...

...I DON'T PLAY GAMES.

CRACK

YOUR BROTHER OUTMANEUVERED ME! I ADMIT THAT!

MY BROTHER...

THE POWER WAS HIS TO TAKE, SO I GAVE IT TO HIM INSTEAD! AND I'LL WAIT FOR HIM TO FALL BEFORE I TAKE MY VENGEANCE!

AND HE WILL FALL. IF NOT TODAY, THEN TOMORROW. IF NOT TOMORROW, THEN NEXT WEEK. IF NOT NEXT WEEK, THEN NEXT YEAR!

I AM IMMORTAL.! I CAN WAIT FOR MY POWER TO RETURN TO ME!

YOU, AND YOUR BROTHER, POOR MORTAL MAYFLIES THAT YOU ARE, HAVE NO SUCH LUXURIES!

"ALL YOU CAN WAIT FOR... IS TO DIE!"

FALL, DAMN YOU! WHY DON'T YOU FALL?

I...WILL ...NEVER... SURRENDER!

MY HARNESS GIVES ME THE POWER OF A TITAN!

BUT MY STRENGTH COMES FROM WITHIN!

I AM A HERO!

AND I AM MORE THAN YOUR MATCH!

JIM! OVER HERE!

HMM.

HE CAN'T HEAR YOU AT THAT DISTANCE, YOU KNOW.

BUT IT OCCURS TO ME, MRS. JENSEN, THAT IF *YOUR* HUSBAND IS KEEPING MY WOULD-BE SUITOR OCCUPIED...

WE'LL HAVE TROUBLE COMING FROM *THERE!*

CRACK

KA-PWEENG

YEOW!

HEY!

POP POP POP

TAKE *THAT*, YOU VILLAIN!

JOYCE! GET THE HELL *OUT* OF HERE!

NO *WAY* YOU'LL CATCH *ME* BY SURPRISE AGAIN, LADY!

YOU MAY BE THE MOST *GORGEOUS* PIECE OF FLUFF I'VE EVER SEEN, BUT IN *THIS* CASE I FIGURE BEAUTY RUNS ONLY SKIN DEEP!

FEH.

GIVE IT *UP!* YOU'RE *LOSING!* DON'T YOU *UNDERSTAND* THAT?

WELL, NOW. WHAT HAVE WE HERE?

GET ME OUT OF THESE ROPES, YOU PSYCHOTIC CRETIN!

YOU MUST BE JOKING! ME HELP YOU?

IN AN ICESTAR

GRCH

GET ME OUT OF HERE, OR I'LL WRING YOUR NECK! I SWEAR TO GOD I WILL!

HUH?

FOXBAT!

GET HER OUT, OR I'LL TAKE YOUR HEAD OFF!

ALL RIGHT. ALL RIGHT!

SHEESH. WHAT A GROUCH.

YOU AND I ARE OPPOSITES, ICESTAR. AND OPPOSITES ATTRACT. YOU CAN'T DENY THAT.

BUT... YOU TRIED TO KILL ME.

AND MALICE IS THE OTHER FACE OF LOVE!

LET THAT FOOL OF A DEMONMASTER KEEP MY POWER. I'D RENOUNCE IT ALL FOR THE LIKES OF YOU!

ICESTAR!

OH, I CAN'T BELIEVE THIS...

GRCH

WHAM

DID YOU HEAR THAT, HORNHEAD? NOT EVEN MALICE THINKS YOU CAN WIN!

SHE'S TRYING TO COVER HER BETS WITH ICESTAR!

NOT THAT EVEN HE'S THAT GULLIBLE.

NO! NO!

NO!

I HAVE TOYED WITH YOU LONG ENOUGH!

ARRRRR!

I WARNED YOU WHAT WOULD HAPPEN IF YOU REFUSED TO OBEY ME. NOW YOU WILL PAY FOR YOUR SIN!

NOW I'M GETTING MAD!

UH-OH.

YOUR WIFE AND YOUR CHILD WILL DIE!

NO!

FOOL!

I APOLOGIZE, ICESTAR. I MEANT WHAT I SAID. BUT THE SITUATION SEEMS TO BE CHANGING AGAIN.

CRACK

ACK!

MRS. JENSEN—*JOYCE!* PLEASE! HYSTERICS WON'T HELP! GIANT HAS COME THROUGH WORSE!

BUT HE *HASN'T!* DON'T YOU *UNDERSTAND?*

THAT'S *MALICE'S* POWER HE'S FIGHTING.

THAT DAMNED *HARNESS* HE WEARS WAS DESIGNED TO GIVE MY *FATHER* THE POWER HE NEEDED TO FIGHT HER!

MY *HUSBAND* IS *NOT* THE ORIGINAL GIANT! HE *CAN'T* BE AS EFFECTIVE!

"AND IF HE *CAN'T* HANDLE MALICE'S POWER, THEN HE CAN'T WIN!"

ZZZAP

AARGGH!

JOYCE!

HMPH. I MISSED.

DAMN YOU! WHO THE HELL *ARE* YOU?

PHILIP! OH, GODS! IT IS MY BROTHER!

I'M A VICTIM

NOT SO FAST, WINGLESS ONE.

CRUNCH!!

FLARE!

TERESA!

OKAY, BABE! LET HER GO!

OH? WHY?

PERFECTLY.

THE LADY MAY NOT CARE MUCH FOR ME BUT I'M KINDA FOND OF *HER*. SO I'D JUST AS SOON NOT SEE HER GET RACKED UP. UNDERSTAND?

IF YOU WANT HER, TAKE HER! SHE'S YOURS!

CRUMP

EEK! PUT ME DOWN!

YOU'RE THE ENEMY HERE! I *REALIZE* THAT NOW!

I AM *NO* MAN'S ENEMY. *MEN* DECLARE THEMSELVES *MY* ENEMY!

YOU'D LIKE TO BELIEVE THAT, WOULDN'T YOU? BUT WE BOTH KNOW BETTER!

YOU MANIPULATE. YOU DO THE SCHEMING. YOU ARE THE EMBODIMENT OF THE EVIL HERE!

FEH. IF YOU BELIEVE THAT...

GIANT, THIS TIME, THE BATTLE ENDS!

...THEN WHAT ABOUT HIM?

JIM!

DADDY?

KRAKKA

BOOM

"IT'S FUNNY: I DON'T *FEEL* ANY PAIN, BUT I CAN *SEE* HIS ARMS AROUND ME AND I CAN *SEE* THE FLAMES CONSUMING MY FLESH. COULD THE HARNESS BE PROTECTING ME FROM THAT? SO THAT I *DON'T* FEEL THE PAIN?

J-JIM?

I'M SORRY, FLARE...*TERRA!* MAYBE I *DO* CARE FOR YOU. BUT I HAVE TO THINK RIGHT NOW. I *HAVE* TO.

"THE HARNESS! THAT WAS THE *IMPORTANT* THING. I COULDN'T *BELIEVE* IT, JOYCE YOU WERE TELLING ME THIS WAS ACTUALLY *THE* HARNESS.

"THAT *GIANT* WAS YOUR *FATHER!*

"AND THEN I *WORE* IT, AND I *HAD* TO BELIEVE IT!

"BECAUSE I *BECAME* GIANT! EVERYTHING HE KNEW. EVERYTHING HE WAS! IT CAME TO *ME!*

"AND I KNEW WHAT I HAD TO DO.

"THE POWER HAD TO BE *USED!*

"BUT EVEN WHEN I WAS *GIANT* I WAS STILL JIM JENSEN.

AND YOU WERE THE WOMAN I LOVED! SO I *TRIED* TO GIVE IT UP! I TRULY DID! BUT THE *POWER* IS SO *DEMANDING!*

"AND ITS PURPOSE IS SO *CLEAR!*

"SHE MUST BE *STOPPED!* SHE *MUST!*

I HAVE WON! DO YOU HEAR ME, MALICE? I HAVE DONE WHAT YOU COULD NEVER BRING YOURSELF TO DO!

YOUR GIANT IS DEAD! AND ALL THE POWERS OF HELL WILL NOT BRING HIM BACK FROM HIS GRAVE!

"AND IF I AM NOT FIT TO WIELD THE POWER THEN THAT DUTY MUST FALL TO ANOTHER BRAVER SOUL."

JAMES WILLIAM JENSEN, 1957-1986
HE SET OUT TO BE A HERO.
AND IN LIFE, HE NEVER FAILED.

CHAPTER 12---"AND THE FINAL FALL, SHE SAID, IS THINE!"

NOW THAT ALL THIS IS OVER AND DONE, THE QUESTION BEFORE ME REMAINS, *WHAT* AM I TO DO WITH *YOU*?

I AM INCLINED TO BE MERCIFUL. PERHAPS IF YOU'LL GROVEL A BIT?

FAT CHANCE, BUSTER!

WHAT YOU *REALLY* WANT IS *RESPECT!* AND *THAT'S* SOMETHING THAT HAS TO BE *EARNED*, NOT GIVEN!

I SEE.

I TAKE IT YOU'LL *NOT* BE GROVELING, THEN.

YOU GOT IT!

SMACK

THEN YOU'LL SHARE A TRAITOR'S FATE.

TAKE HIM AWAY! I HAD HOPED TO HAVE THE BENEFIT OF YOUR *EXPERIENCE*, FORBAT, FOR THERE IS MUCH I STILL DO NOT KNOW.

"BUT I CAN DO JUST AS WELL WITHOUT IT, EVEN AS I HAVE CONCLUDED THAT I CAN ALSO DO WITHOUT A *SERPENT* IN WOMAN'S FORM LURKING AT MY *BREAST!*"

LACKEYS! CRAVEN UNDERLINGS! DON'T YOU KNOW WHO I *AM?*

SHUT UP! THE MASTER SAYS YOU'VE PROVEN YOU'RE NOT TO BE TRUSTED.

SO GET IN *THERE!*

NEVER! YOU'LL HAVE TO *THROW* ME IN!

SUIT YOURSELF!

YOU'LL PAY FOR THIS! YOU'LL *ALL* PAY FOR THIS! YOUR MASTER HAS MY *POWER*, BUT YOUR MASTER IS A *FOOL!*

CLICK

MALICE. CALM YOURSELF.

EH?

SPLOOSH

ROSE IS PREVENTED FROM TAPPING INTO HER OWN POWERS, EVEN AS YOU ARE PREVENTED FROM TAPPING INTO YOURS!

BUT I HAVE THE POWER TO DO BOTH, AND IF YOU'LL GIVE MY GRANDFATHER BACK WHAT YOU'VE STOLEN FROM HIM...

HAH!

HA HA HA HA!

BY ALL THE GODS THAT EVER WERE, SAVE ME FROM THE MACHINATIONS OF CHILDREN!

YOU REFUSE, THEN?

NO. NO, NOT AT ALL. THERE! YOU CAN HAVE THE OLD PART BACK!

HIS SOUL DIDN'T HAVE ALL THAT MUCH TASTE TO IT. I'VE NEVER BEEN FOND OF DO-GOODERS!

"AND IN ANY CASE I HAVE ANOTHER, MORE APPETIZING DELICACY IN MIND."

SO, MY FRIENDS! WHY SO GLUM? YOU'VE LOST, FAIR AND SQUARE! AND THERE'S THE END OF IT.

I HAVE POWER! I CAN AFFORD TO BE MAGNANIMOUS!

I WANT YOU WITH ME, NOT AGAINST ME!

I ADMIRE YOU ALL!

IT WOULD BE A SHAME TO HAVE TO DESTROY YOU.

BLAST YOU, PHILIP! WHY CAN'T YOU GROW UP?

PHILIP?

WHY DO YOU HAVE TO PLAY THESE GAMES?

GAMES?

YES, GAMES!

YOU KILL THE MAN I LOVE! THEN YOU DISCARD MY COMPETITION! YOU DRESS ME IN CLOTHES TO MATCH YOUR OWN, AND OFFER ME A CHANCE TO SEATVE YOU! WHY CAN'T YOU JUST COME STRAIGHT OUT WITH IT?

FLARE...

YOU'RE NOT INTERESTED IN THESE TWO! THAT'S AN EXCUSE TO MAKE IT EASIER FOR ME!

IT'S ME YOU WANT! THAT'S WHY YOU'VE DONE ALL THIS, ISN'T IT? THAT'S WHY YOU STRIVE TO SEIZE CONTROL! YOU STILL WANT ME! AND YOU THINK YOU NEED TO PROVE YOURSELF WORTHY OF MY LOVE!

WELL, YOU CAN GO TO BLAZES, YOU SNIVELING, WALKING PERVERSION!

I MAY NOT HAVE HAD ANY CHOICE BEFORE, BUT I SURE HAVE ONE NOW!

AND YOU CAN HAVE THAT FOR WHAT YOU'VE BEEN THINKING OF ME!

CRASH!

FLASH

MY EYES!

WELL? WHAT ARE YOU LOOKING AT? MY BROTHER'S ALWAYS BEEN SENSITIVE TO LIGHT.

YOUR BROTHER.

AND THE FALL'S NOT GOING TO KILL HIM! HIS BODY'S FAR TOO MALLEABLE FOR THAT.

DAMN YOU, TERESA! YOU ARE MAGNIFICENT! YOU ARE A SUPERB EXAMPLE OF FEMININE PULCHRITUDE! BUT THIS TIME YOU'VE GONE TOO FAR!

MASTER? ARE YOU ALL RIGHT?

I'M FINE BUT I'M THROUGH WITH THAT WOMAN!

VERY WISE, I'M SURE.

AS OF THIS MOMENT, THIS DEMON COMPLEX IS ON FULL ALERT.

"ALL INTRUDERS ARE TO BE SHOT ON SIGHT! ALL THE PRISONERS ARE TO BE KILLED!"

I APPRECIATE YOU GUYS SPRINGIN' ME, BUT WE'RE NOT OUT OF THE WOODS YET!

IF IT WERE UP TO ME...

YEAH. I KNOW. BUT IT'S NOT UP TO YOU, IS IT?

AND WE NEED EACH OTHER, DON'T WE?

SO EAT PING-PONG BALLS, YOU CALVIDLY GARBED GOONS!

WELL, WHATEVER ELSE YOU MAY THINK OF HIM, DONNAH, YOU MUST ADMIT THAT THE MAN HAS STYLE!

I ADMIT NOTHING! THIS IS ALL HIS FAULT! EVERY BIT OF IT!

SO LET'S JUST SAY I'M TRYING TO MAKE IT UP TO YOU, EH, LONG-LEGS?

BUT YOU CAN'T MAKE UP FOR WHAT YOU'VE DONE!

MAYBE NOT. BUT I CAN SURE TRY!

"AND THE NEXT THING WE GOTTA DO IS SPRING MISSUS JENSEN AND HER KID FROM THEIR CELL!"

HII-YAH!

CRASH

HEY, NOW! I'M ON YOUR SIDE!

JOYCE! DON'T! WE'LL GET YOU OUT! YOU'LL BE ALL RIGHT!

LIKE JIM IS ALL RIGHT?

SHE HAS A FINE SPIRIT, DOESN'T SHE? SHE SHOULD HAVE BEEN MY DAUGHTER, YOU KNOW.

WHO? ROSE?

NO, OF COURSE NOT. THE OTHER ONE. THE COW!

BUT, THEN, I'VE HAD SO MANY CHILDREN OVER THE MILLENIA...

WHAT ARE YOU DOING?

IF YOU WANT MY HELP, GIRL, YOU'LL HAVE TO ALLOW ME TO FEED! BETTER THESE THAN YOUR GRANDFATHER, EH? BUT TELL ME SOMETHING, DONNAH HANNAH...

WHAT?

...DOESN'T IT STRIKE YOU AS ODD THAT WE'VE SEEN SO FEW OF THESE AGENTS THUS FAR?

"EITHER THIS BASE IS VERY POORLY MANNED, OR THERE'S SOMETHING ELSE GOING ON! OR BOTH."

AA-OOGA

ZAP

ZAP

ZAP

AA-OOGA

ZAP ZAP

KA-PWING

PHILIP, I'LL TAKE THIS ENTIRE BASE DOWN IF YOU DON'T GIVE UP!

I'M NOT SURE I'M USING THIS STUPID CROWN RIGHT, BUT I THINK I COULD KEEP THIS UP ALL DAY IF I HAVE TO!

MAGNIFICENT! YOU ARE MAGNIFICENT, MY BEAUTIFUL TERESA!

WHAT A SHAME IT HAS COME TO THIS!

MASTER! PLEASE! THE WOMAN ALONE IS TOO MUCH FOR YOUR LOYAL SERVANTS TO FIGHT! CAN'T YOU DO SOMETHING?

WHY WEREN'T THE PRISONERS KILLED?

I DO NOT KNOW! NO REPORTS HAVE COME BACK!

ZAP

HEY!

THAT WAS FALCON CREST LABEL!

ZAP

MASTER! WHAT ARE YOU DOING? DON'T ABANDON ME!

THAT TEARS IT!

FLARE! YOU COME DOWN HERE THIS INSTANT!

YOU HEARD ME! THIS HAS GONE ON LONG ENOUGH!

TALK ABOUT ME PLAYING GAMES...

WHAT IS IT YOU WANT, PHILIP? MAKE IT QUICK. I HAVE TO GET BACK TO DESTROYING YOUR BASE. *THEN* I'LL DEAL WITH YOU.

OH, TERESA, TERESA, TERESA, WHO DO YOU THINK YOU'RE FOOLING? NOT YOURSELF! CERTAINLY NOT I.

WHAT IS SHE DOING *NOW*?

I'M NOT SURE.

JUST GIMME ONE SHOT...

WAIT! WAIT AND SEE.

MALICE! WHAT DO YOU TH...HUH. SHE'S *GONE*!

WE *BOTH* KNOW WHY YOU'RE DOING THIS! NOT TO *HURT* ME. BUT TO *PROVE* TO ME YOU DON'T *NEED* ME!

BUT THAT'S A *LIE*! WE NEED *EACH OTHER*, TERESA! THAT'S *ALWAYS* BEEN TRUE!

AND I'VE DONE ALL THIS *NOT* FOR ANY *PETTY* REASON, BUT BECAUSE I WANT TO LAY THE *WORLD* AT YOUR FEET.

I'VE *DONE* IT FOR *YOUR LOVE*!

OH! OH, NO!

YOU DISGUST ME! WHY CAN'T YOU UNDERSTAND THAT?

PHILIP...YOU MAKE...ME... SICK!

GACK!

YOU USE! YOU ABUSE! YOU RAPE! YOU KILL!

WE ARE NOTHING ALIKE, YOU AND I!

GACK!

MAYBE I DID LOVE YOU ONCE! BUT YOU'LL NEVER MAKE ME DO IT AGAIN!

FLARE! COME DOWN!

DO YOU SEE THAT? THAT BELONGED TO A MAN I LOVED!

AND YOU KILLED HIM! MEIN GOTT, BRUDER! VERSTEHST DU? YOU KILLED THE MAN I LOVED!

GACK!

AND WHATEVER ELSE I MAY BE WILLING TO FORGIVE, GOD FORGIVE ME, I CAN'T FORGIVE YOU THAT.

AAAAEEEEE...

GOOD LORD! SHE SAID HE WAS SENSITIVE TO LIGHT!

AND THE CROWN WOULD HAVE AMPLIFIED HER POWER A THOUSANDFOLD IF SHE LET IT!

I THINK SHE DID...

THUMP

CLATTER-CLATTER

I HAD TO STOP HIM. YOU UNDERSTAND, DON'T YOU? I COULDN'T LET IT GO ON!

IT'S ALL RIGHT, FLARE.

HE'S DEAD.

"I GUESS ALL THAT'S LEFT TO DO IS TO MOP UP THE REST OF THESE *DEMON* AGENTS AND NOTIFY THE AUTHORITIES."

"IT'S ALL OVER, THEN?"

"YES, FLARE. GRANDFATHER'S SLOWLY REGAINING HIS SENSES. JOYCE AND BILLY ARE ALL RIGHT. BUT *MALICE* IS MISSING."

"AND FOXBAT HAS SKIPPED OUT ON US, TOO, I SEE."

"I CAN LOOK FOR HIM, ROSE."

"NO, FLARE. LET HIM GO. WE OWE HIM THAT MUCH. HE'LL TURN UP AGAIN. HE ALWAYS DOES. ROSE, WHAT ABOUT MALICE?"

"I WOULDN'T WORRY *TOO* MUCH ABOUT MALICE! FROM WHAT I UNDERSTAND, SHE'S STILL PHYSICALLY INTIMIDATING, BUT ESSENTIALLY POWERLESS."

SO! THE POWER YOU TOOK FROM ME STILL BURNS *WITHIN* YOU, LITTLE DEMONMASTER: AS I *KNEW* IT WOULD!

GIVEN TIME, EVEN *THESE* WOUNDS WOULD HEAL! EVEN *DEATH* WOULD GIVE UP ITS GRIP!

"WE HAVE THE *CROWN*, AND THERE'S *NO* WAY SHE CAN RECLAIM HER POWER FROM A *CORPSE*!"

BUT YOU'LL NOT *HAVE* THE TIME.

DO YOU REMEMBER WHAT I TOLD YOU WHEN FIRST WE MET, MY PRETTY BOY? THAT *YOUR* WORLD IS *DOOMED*?

I *NEVER* LIE! I *MEANT* WHAT I SAID!

AND WITH THAT *FALSE* GIANT DEAD, AND WITH MY *POWER* RETURNING *THROUGH* YOU TO *ME*...

...THERE ARE *NONE* WHO CAN STAND IN MY *WAY*!

the End

Tim's Corner in Rock Island, Il, presents:

CHAMPIONS COMBATANTS

There's a whole flock o' folk up in Rock Island, Illinois who *love* their "Champions." They've developed a large "Champions" world all their own. Being interested in the reader-participation portion of **Champions,** they combat tested and sent in their winning hero and villain from their vast pathos. See how their characters compare to yours in one of the four combat rooms we've run in **Champions,** or in a situation of your own. Start working out, these characters are TOUGH!

Other Participants:

Jerome Carter
Terry Doner
Douglas J. Eaton
Russell Fuja
Richard Johnson
Kelly Harriman
Sandra La Torr
Stephan W. Lie
Jerry Prodoehl
Eric Tombleson
Mike Walters
Francesca Yogya

TIM'S CORNER
2963 14th Ave.
Rock Island, Il 61201

BARNICK created by and ©1987 Christopher Breen

VAL	CHAR	Cost	Cost		Powers	END	100	+Disadvantages
40	STR	30	40		Armor, 20 P.D/10 ED, OIF		10	Megalomania
20	DEX	30	25		15D6 Mind Control, OAF,		15	Secret I.D.
40	CON	60			Limited uses =3		15	Unusual Looks
25	BODY	30	15		1½ DG HHK, OIF		20	4×Stun from Sonics
20	INT	10	10		Life Support, Costs End		20	Hunted by Race
25	EGO	30	10		Ultra-violet vision		20	Overconfidence
30	PRE	20	10		Extra Limb		30	Berserk (when hurt badly)
-10	COM	0	7		Shape Shift, OAF		35	Hunted by S.A.T., full time
10	PD	2					100	Villain Bonus
10	ED	2						
4	SPD	10						
20	REC	8						
100	END	10						
70	STUN	5						

CHAR Cost 247+117 | Power Cost = | Total Cost 365 = | Disadvantage Total

SALIZAR created by and ©1987 Thorston Johnson

VAL	CHAR	Cost	Cost		Powers	END	100	+Disadvantages
60	STR	50	20		Flight 20", OAF (Wings)		20	Unfamiliar with modern
18	DEX	24			1½×END			Earth ways
20	CON	20	15		½ Damage Resistance, all		25	Hunted by Satan Worshipers
10	BODY	—			Killing Attack			(14 or less)
10	INT	—	11		Life Support (magical), 3	6	10	Enraged by Christian
18	EGO	18			continuous uses 1/day			references (11 or less)
20	PRE	10	13		Ego Defense (magical) activation		25	Hunted by Demon Lords
-10	COM	-10			14 or less			(8 or less)
25	PD	13	9		Detect Magic, 4" radius		15	Unusual Looks
20	ED	16	10		Ultra-violet Vision		5	Unusual Smell
4	SPD	12	2		Infra-red Vision		10	Public I.D.
18	REC	—	1		+1 Enhanced Vision		15	Vengeful (Psyc)
54	END	7	35		Multi-Power (Magic Sword) OAF		8	Likes to Annoy Evil
50	STUN	—	3	U	2D6 HTH Killing			(Satan and Demons)
			2	U	Teleports to Hand, 20", 1 full phase		10	Moral Dilemmas
					activation. 14 or less activation		15	Unluck 3D6
			6	U	5D6 Energy Blast (Hellfire),	8	20	Unclaimed experience points
					Armor Piercing (Fixed)			
			4	U	Darkness, affects normal and	9		
					infra-red vision. 2" Radius,			
					usable on others. (Fixed)			
			6	U	Linguist, 1 Morkind, 2 English			
			3		(9+PRE/5 or less) Bureaucratics			
			10		2 Levels OCV			
			3		Hell Knowledge, 12 or less			

CHAR Cost 158+128 | Power Cost = | Total Cost 258 = | Disadvantage Total

Barnick is a Morkid, an interstellar race from an undisclosed location. Morkids are big (7') and large (300-450 lbs.). They look like large bluish green lizards and stand upright on two legs, with a long (5') thick tail to support their movement. (Their home world has gravity in excess of earth's). All Morkids can see in the ultraviolet spectrum, and have the ability to go without certain bodily functions for a limited time (15 pts Life support/ Costs End). The bodies of all Morkids are covered with scales (Armour 20PD/10ED). A Morkid's favorite weapon is his claws (2D6 Hand to Hand Killing attack with Strength).

Barnick has all the normal Morkid traits and more. He has a 3D6 HHK attack due to his greater strength and sharper claws. He also has the mutant ability to Shape Shift. He has used this often to disguise himself as earthlings and infiltrate the government. His last, and most dangerous power, is mind control. This is not something he can do naturally, but instead it comes from an ancient headband. How he acquired this is unknown.

The hero is a self-styled demon, Salizar. He joined the Liberators after being kicked out of Hell for causing trouble and being too nice. As punishment he was given the form of an angel. He has been a member of the Liberators for almost a year and is now the Liberators' battle commander. He can fly, has a great strength and uses a telepathic sword which returns to his hand. The sword fires energy blasts. He has considerable resistance to the natural elements [Life support]. Salizar is not a subtle person. He has often been accused of being too forceful. He gained a cult following when he defeated a supervillain, claiming to be an ancient incarnation of evil. His followers see him as their savior.

For your CHAMPIONS campaign . . .

Doctor ARCANE

based on the character created by Dennis Mallonee

Real Name: W. Clinton Avery
Place of Birth: Rutland, Vermont
Base of operations: Avery mansion, San Francisco
Marital status: Widower
Known relatives: Donnah Hannah (granddaughter); wife and daughter deceased
Height: 5'8"
Weight: 170 lbs.
Age: 75
Eyes: Blue
Hair: Silver-white

VAL	CHAR	Cost	Cost		Powers	END	100	+Disadvantages
15	STR	5	75		50-pt. Magical Power Pool		5	1D6 Unluck
21	DEX	33	19		Magic Skill ≤19		20	Obsessed with finding and destroying evil
13	CON	6	20		Multipower—40-pt. Pool, OAF			
12	BODY	4	2	u	4 levels Growth	8	15	Impulsive (irr)
15	INT	5	2	u	4 levels Shrinking	8	8	Tries to protect the innocent (irr)
14	EGO	8	27		40 pts. Desolidification, IAF	8		
15	PRE	5	10		10" Flight, OAF	2	8	Likes a good fight (irr)
14	COM	2	13		16 pts. Ego Defense		20	Hunted ≤8 by the Black Enchantress
8	PD	5	5		Computer Programming ≤12			
6	ED	3	7		Sleight of Hand ≤13		158	Hero Bonus
5	SPD	19	16		Hypnosis ≤14			
8	REC	4	9		Simulate Death ≤14			
36	END	5	5		Knowledge of the Occult ≤14			
27	STUN	0	20		+2 general levels			
CHAR Cost		104	+ 230		Power Cost =	Total Cost	334	= Disadvantage Total

Background: In his everyday identity as Dr. Clinton Avery, Doctor Arcane is a doctor of parapsychology, and a lecturer at the University of San Francisco who specializes in the investigation of mysteries of the occult. He looks to be in his mid-60s (though in fact he's older than that), but he's still vigorous, and his mind is as keen as ever. Doctor Arcane began his career as an adventurer in the early 1930s, and soon thereafter adopted the basic costume design he continues to use to this day. Doctor Arcane's career as an active hero ended soon after World War II, when he lost the use of his legs, but since then he has acted on occasion as unofficial advisor to younger heroes in matters concerning the occult.

Powers: Doctor Arcane's innate mystic abilities involve the power to tap into outside sources of energy. In the first issue of this mini-series, for example, Doctor Arcane utilized and amplified Rose's ability to sidestep dimensionally in order to bring Giant directly to Champions headquarters. In similar fashion, Doctor Arcane is capable of manipulating, to some limited extent, the forces of nature, as when he opened a whirlpool tunnel through the waters of a Canadian lake in issue #3 of this series. Also, during the course of his career, Doctor Arcane has collected several mystic artifacts, three of which he has been known to use on a regular basis. The first of these is his Ring of Mists, which allows him to render himself unsolid, and which makes it possible for him to separate his astral form from his physical body for extended periods of time. The second of these is his Cloak of Flight, which enables him to levitate and glide through the air. The third of these is his Amulet of Change, which allows him to alter his size, his mass, and even to some extent his physical appearance.

Weaknesses: Doctor Arcane's physical disability has limited his effectiveness in combatting the forces of evil, but he still strives to confront it whenever possible, and he encourages younger heroes in their efforts to do the same. This single-minded passion, unfortunately, often blinds Arcane to the obvious consequences of his actions, and leads him occasionally into error.

Gaming notes: CHAMPIONS players should note that Doctor Arcane, being a character who dates from the 1930s, has certain skills found not in the CHAMPIONS rules, but in *Justice, Inc.*, the Hero Games role-playing game which deals with that period. But even if you don't have access to *JI*, you can still use these skills in your CHAMPIONS campaign. For example, to use "Sleight of Hand," simply make a skill roll, adjusting for the size of the object Doctor Arcane is trying either to conceal or to pull from his sleeve (a coin might be at -0, a gun might be at -1). For "Hypnosis," simply make a skill roll at appropriate minuses for the importance of the information Doctor Arcane is attempting to extract from a subject, and perhaps allow the subject to make an Ego roll to see how well (if at all) he can resist the doctor's power. For "Simulate Death," assuming that the doctor makes his roll, a perception roll might be allowed to anyone who takes the time to examine him to figure out whether he's actually dead or not.

And when you use Doctor Arcane's magic power pool, always try to think of a justification for what he's doing. Remember that the power isn't coming from *within* Doctor Arcane. In fact, what he's doing is drawing on outside sources of energy to achieve a particular effect.

DOCTOR ARCANE [a.k.a. Dr. Clinton Avery] — Phases: 3, 5, 8, 10, 12

OCV:	7	PD:	8	PER Roll:	12	Running:	6"
DCV:	7	rPD:	0	DEX Roll:	13	Flight:	10"
ECV:	5	ED:	8	INT Roll:	12	Swimming:	2"
		rED:	0	EGO Roll:	12		
		Ego Def:	16	Note that some of these statistics will change if Dr. Arcane uses his amulet to shrink or grow			

END: 36	STUN: 26	BODY: 12

For your CHAMPIONS campaign . . .

Lady ARCANE

based on the character created by Dennis Mallonee

Real name: Donnah Hannah
Place of birth: San Francisco, CA
Marital status: Single
Known relatives: Grandfather (Clinton Avery); mother and father deceased
Height: 5'8"
Weight: 135 lbs.
Age: 23
Eyes: Blue
Hair: Brunette

VAL	CHAR	Cost	Cost	Powers	END	100 + Disadvantages	
8	STR	-2	45	30-pt. Magical Power Pool		5	1D6 Unluck
18	DEX	24	5	Magic Skill ≤12		15	Irrationally protective of her grandfather
13	CON	6	3	Sleight of Hand ≤12			
8	BODY	-4	2	Knowledge of the Occult ≤11		20	Hunted ≤8 by the Black Enchantress
13	INT	3	5	+1 with Handguns			
14	EGO	8	10	2D6 Luck			
13	PRE	3	3	Paramedic ≤12			
18	COM	4	2	Professional Skill: Boating			
5	PD	3	1	Professional Skill: Cartography			
5	ED	2	2	Anthropology ≤11			
4	SPD	12	2	Geology ≤11			
5	REC	0	1	Psychology ≤8			
26	END	0					
19	STUN	0					
CHAR Cost		59	+ 81	Power Cost	=	Total Cost	140 = Disadvantage Total

Background: Doctor Arcane's granddaughter, Donnah Hannah (or, more properly, "Hanninah," which was her father's original family name), is a pretty, leggy brunette who's currently enrolled as a sophomore at the University of San Francisco. She looks to be about eighteen years old, though she'll confess to being twenty-three if anyone asks. There's a story behind that age discrepancy that has to do with the fact that when she was a baby Donnah was kidnaped and held in an extra-dimensional limbo for five years by one of her grandfather's enemies, the sorceress known as Ch'andarra. It was Ch'andarra who killed Donnah's parents; since then, Donnah has been raised by her grandfather.

Powers: Donnah has inherited the same sort of abilities that her grandfather has, and due in part to the years she spent in that mystical limbo, she has the potential to be even more powerful that her grandfather ever was, but she has never been interested in following in her grandfather's footsteps. Her mystic abilities remain a raw talent, unshaped despite Doctor Arcane's occasional efforts to persuade her to develop them.

Talents: Nevertheless, Donnah has picked up some skills from her grandfather. In particular, she has always been intrigued by stage magic, and is fairly skilled in the art of sleight of hand. She has also trained herself in the use of hand weapons, figuring that she ought to have some defense of a *non-mystical* variety available to her should one of her grandfather's old enemies again come calling.

Resources: If she needed them, Donnah would have access to her grandfather's collection of strange and mystic devices, including his ring, cloak, and amulet. But she doesn't *like* using magic or magical artifacts, so she'd only use them in an emergency.

Gaming notes: If you use Donnah as Lady Arcane in your campaign, treat her as a *reluctant* hero. What she *really* wants to be is a fashion model, not a costumed adventurer. Remember that she has always been around costumed heroes, and that she's experienced more than once the down side of that way of life. Her grandfather lost the use of his legs because of his adventuring; her parents were killed by one of her grandfather's enemies; and just recently she lost her fiance when some unknown madman in charge of one of DEMON's prisoner holding facilities decided that there was no reason to keep him alive. She will help out if she's needed, but there are other things she'd rather be doing.

If you'd like additional perspective regarding the history of Donnah Hannah and Doctor Arcane, you might pick up a copy of the Hero Games CHAMPIONS adventure supplement, *The Coriolis Effect*. The adventures described in that supplement don't necessarily tie in to the events in this Champions mini-series, but the background of the characters is substantially the same.

LADY ARCANE [a.k.a. Donnah Hannah]							Phases: 3, 6, 9, 12
OCV:	6	PD:	5	PER Roll:	12	Running:	6"
DCV:	6	rPD:	0	DEX Roll:	13		
ECV:	5	ED:	5	INT Roll:	12	Swimming:	2"
		rED:	0	EGO Roll:	12		
END: 26		STUN: 19				BODY: 8	